

# AUTOMATIC CHANNEL MEMORY DEVICE

## BACKGROUND OF THE INVENTION

### 1. Field of the Invention

The present invention relates to a broadcasting signal processor, and more particularly, to an automatic channel memory device for determining whether a broadcasting signal is present in a channel tuned according to user's selection, and for automatically memorizing the tuned channel if a broadcasting signal is present in the tuned channel.

### 2. Description of the Related Art

In a conventional channel memory method, in order to memorize a tuned channel, first, a user selects a desired channel using a digit button on a remote controller and then presses a channel memory button (10 of FIG. 1) to memorize the tuned channel. ~~Second~~, a menu setting key for setting a menu screen (12 of FIG. 1) is pressed to scan all channels and then channels having a broadcasting signal are automatically memorized.

However, in the former method, if the channel memory button is not pressed after pressing the digit button for the tuned channel, the desired channel cannot be memorized. In the latter method, a specific menu must be set, which is inconvenient in practical use.

## SUMMARY OF THE INVENTION

To solve the above problems, it is an objective of the present invention to provide a channel memory device for determining whether a signal is present in a tuned channel when a channel is tuned, and for automatically memorizing the channel number if a signal is present in the tuned channel.

Accordingly, to achieve the above objective, there is provided a channel memory device in a broadcasting signal processor, including a key input for inputting a predetermined channel number according to a user's selection, a tuner for tuning to a channel corresponding to the channel number selected by the key

input, among received broadcasting signals, a signal processor for processing a composite video signal of a channel tuned and output from the tuner, a memory for storing the predetermined channel number, and a controller for receiving the channel number output from the key input and storing the channel number output from the key input in the memory while controlling the tuner to tune to a broadcasting channel corresponding to the received channel number.

### BRIEF DESCRIPTION OF THE DRAWINGS

The above objective and advantages of the present invention will become more apparent by describing in detail a preferred embodiment thereof with reference to the attached drawings in which:

FIG. 1 is a diagram illustrating parts of a remote controller used in a conventional television system;

FIG. 2 is a schematic block diagram illustrating an automatic channel memory device according to the present invention;

FIG. 3 is a diagram illustrating the key input shown in FIG. 2 and a main body of a broadcasting signal receiver; and

FIG. 4 is a diagram illustrating an example of displaying a channel number currently being broadcast and a character signal representing "memory display".

### DESCRIPTION OF THE PREFERRED EMBODIMENT

As shown in FIG. 2, an automatic channel memory device according to the present invention includes a key input 200, a tuner 202, a signal processor 204, a memory 206, a character signal generator 208, a mixer 210, a display 212 and a controller 214.

FIG. 3 shows a key input and a main body of a broadcasting signal receiver, in which reference numeral 30 denotes the main body, and reference numeral 32 denotes a remote controller. In particular, a light receiving element 301 for receiving light incident from the remote controller 32 is provided in a specific portion of the main body 30.

a The key input 200 includes a typical remote controller, having digit buttons, as shown in FIG. 3. Unlike the remote controller shown in FIG. 1, <sup>in the</sup> ~~in the~~ present invention, a memory button is not provided in the remote controller.

5 The tuner 202 tunes to a channel selected among broadcasting signals received through an antenna, in response to the control of the controller 214.

The signal processor 204 processes a composite video signal tuned and output from the tuner 202.

10 The memory 206 selectively stores channel numbers corresponding to all tuned channels or channels having broadcasting signals among the tuned channels in accordance with the control of the controller 214.

The character signal generator 208 generates a tuned channel number and a character signal "memory display".

15 The mixer 210 mixes a signal output from the signal processor 204 with a signal output from the character signal generator 208.

The display 212 displays a signal output from the mixer 210.

20 The controller 214 receives the channel number output from the key input 200 and stores the channel number output from the key input 200 in the memory 206 while controlling the tuner 202 to tune to a broadcasting channel corresponding to the received channel number. In particular, the controller 214 receives the signal output from the signal processor 204, determines whether or not a broadcasting signal is present in the currently tuned broadcasting channel, and stores the corresponding broadcasting channel number in the memory 206 only when a broadcasting signal is present. Also, the controller 214 controls the character signal generator 208 to generate a channel number for the channel which is currently  
25 being broadcast, denoted by reference numeral 40, and a character signal of "memory display" denoted by reference numeral 42, as shown in FIG. 4, so that a user can easily identify the memorized broadcasting channel.

30 Thus, the signal output from the signal processor 204 and the signal output from the character signal generator 208 are mixed to then be displayed on the display 212, as shown in FIG. 4.

If the channel number is stored in the memory 206 in such a manner, the user can select a desired channel using a channel up/down button.

As described above, according to the present invention, a user's selected broadcasting channel can be accurately stored in a memory without using a separate memory button, thereby simplifying key operation.